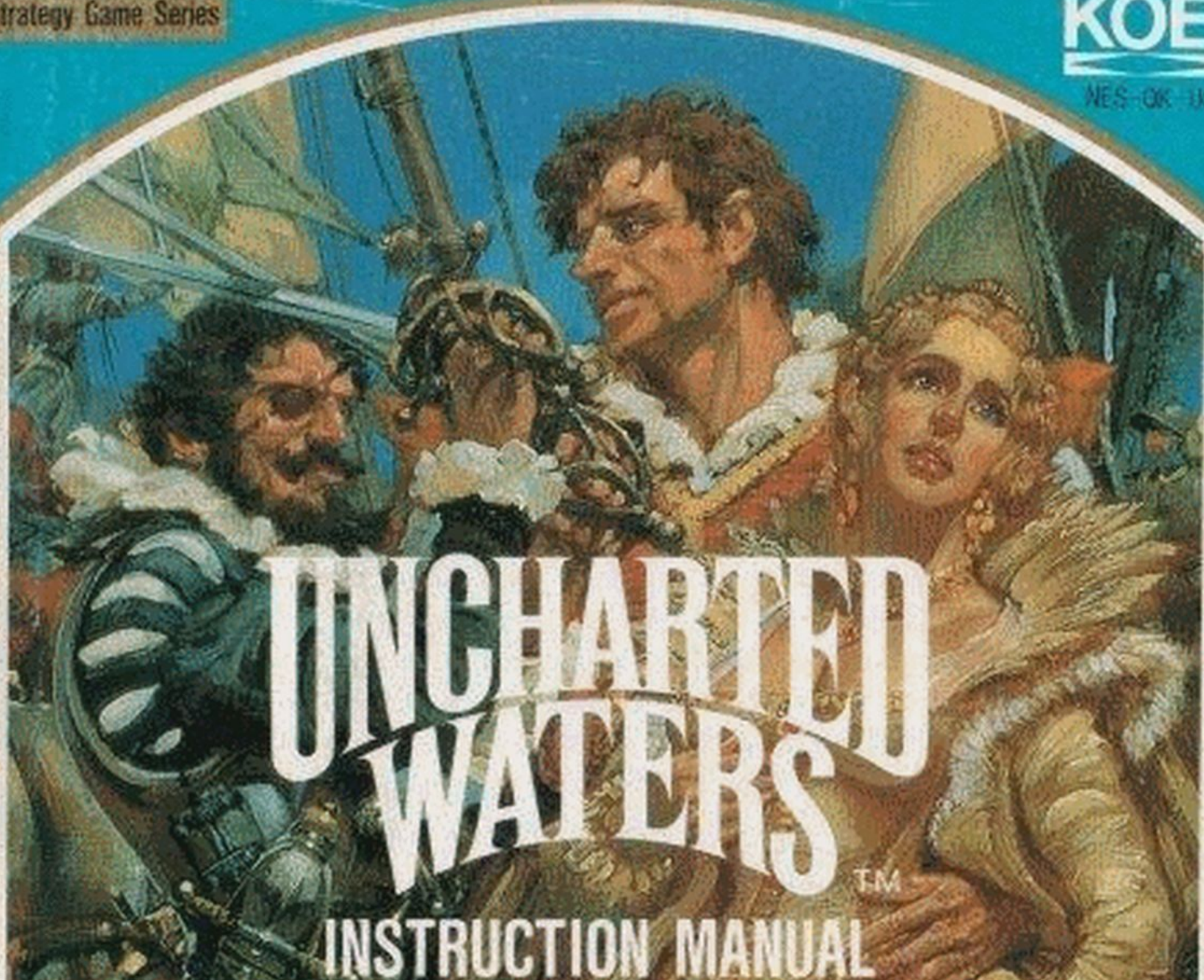
Strategy Game Series

KOEI

NES-UK-USA



# UNCHARTED WATERS™

## INSTRUCTION MANUAL

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# SAFETY TIPS

Before beginning Uncharted Waters, please read following:

1) Always tum the power off before inserting or removing the GAME PAK from your NES.
2) Do not store game in extreme temperatures. Never hit or drop it.
3) Avoid touching the terminal connectors.
4) Never attempt to take your GAME PAK apart.
5) Use of cleaning agents can damage the GAME PAK.

## WARNING:

## DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

# ADVISORY
# READ BEFORE USING YOUR NES/SUPER NES

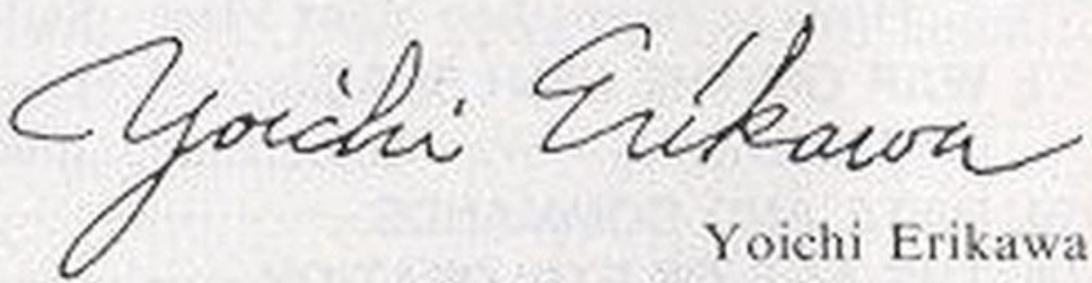
A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

# Introduction

Uncharted Waters revives a time of romance and adventure: the Age of Exploration. In 1502, ten years after the immortal voyage of Columbus, you assume the role of a young Portuguese captain. Your goal is to attain glory and restore honor to your once noble family name.

This will be no easy task. There are distant shores to seek, pirates to battle, priceless treasures to plunder, and a beautiful princess to rescue!

You can realize the dreams of a 16th century explorer in your own way. Play the part of a merchant and barter for precious treasures. Or, play the part of a ruthless pirate and make others pay the price of your fame. You decide your own fate when you embark upon the high seas. Anchors aweigh!



Yoichi Erikawa
President Koei Corporation
& The Entire Koei Staff

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***WARRANTY***

# 1. QUICK START

## ■ STARTING YOUR ADVENTURE

1) Insert the game pak.
2) Turn ON the game system.
3) The story of Uncharted Waters will begin. Push start to skip past the story to the initial menu.
4) Select a New Adventure or Saved Game with the ✚ button and press A.

If you are starting a new adventure, enter the name of the hero you will play. Go to END and press A to set. If you do not name your character he will be Leon Franco.

Next, set your hero's abilities. A list of characteristics and Bonus points will appear. You can try for more points as many times as you like.

Now, name your flagship. If you cannot think of a name, go to END and you will sail the Hermes.

Once you OK all settings, the story of your hero will begin. You can hurry through this part by holding down any control button. Finally you will arrive at the port of Lisbon, February 21, 1502. Your adventure is about to begin!

Picture yourself on the wharf in Lisbon, a young sailor prepared to face the vast seas. Your first vessel, a Latin, is rigged and ready to sail. Climb aboard and begin your journey into the seven seas. Your adventure unfolds from here...

## ■ THE CONTROLLER

Walk through the streets of Lisbon. The ✚ button controls your sailor. Explore any shop or service in the port. Use button A to talk with the proprietors.

For instance, you might want to go to the marketplace and buy some sugar. The merchant will name his price. He asks, **"Interested Y/N?"** Press A or ← to answer YES; press B or → to answer NO.

**"How much sugar will ye purchase?"** he'll ask. You can buy as much as your ship can stock, or as much as you can afford. Press ← to buy the maximum amount, or ← a second time for the minimum. If you have a certain amount in mind, move to a column (ones, tens, hundreds, etc.) and press up or down to choose a value from 0-9. Press A to set your purchase.

As you wander through the port you can take care of your other business just as you would with the merchant.

*See Port Services for information about other places.*

When you are ready to try out your sea legs, go down to the port and meet your crew. Make sure your fleet has enough food and water stocked for the voyage ahead. Your First Mate will let you know how long you can sail. Shove off from port, and with the controller in hand, you are at the helm of your flagship.

Navigate your ship through the seas with the ✚ button. Push **→ to turn clockwise, ← to turn counter-clockwise**. When your sails are set in the right direction push A.

Sailing along the coastline, you are bound to discover hidden ports! Your fleet must be adjacent to a port for you to go ashore. You do not need to drop anchor before disembarking.

## ■ OPTIONS MENU

At port, the options menu can be accessed by pressing **Select**. At sea, press **Select** from the sailing menu. Three commands are available:

SAVE: to save or quit the game in progress

SPEED: to change the length of time which messages are displayed on-screen

MUSIC: to turn the background music ON or OFF.

Whether you save the game or not, you can quit from the command SAVE. If you choose to continue play you must exit the options menu before returning to the game; press B.

# II. THE STORY BEHIND THE QUEST

## ■ MAIN CHARACTERS

### THE HERO

I'll return with a noble name.

The hero of Uncharted Waters. At 16, he sets sail across the mighty deep in search of fortune and fame.

### PRINCESS CHRISTIANA

The daughter of the King of Portugal. At 14, she secretly follows our hero's adventures and hopes for his success.

I wish him well...

### FIRST MATE

Put a deck under my feet & wind in my sails!

He sailed with the hero's father and has great faith in their new expedition.

## ■YOUR QUEST

Your ancestors once enjoyed the luxuries of nobility until disaster reduced them to poverty and obscurity. To win Uncharted Waters you must gain fortune and fame through bold adventures, and restore your family name to honor.

### ●Earn Gold

Start off trading with nearby ports. Discover where to buy and sell goods to make the best profit.

### ●Gain Fame

To gain fame on the high seas you must...

1. Invest in distant ports and gain allies for Portugal.
2. Fight Spanish and Turkish fleets.
3. Rescue people in distress.
4. Discover mysterious ports.

### ●Rise in Rank

As your reputation grows the **King of Portugal** may get word of your travels. If you can satisfy the King's requests, he will honor you with a new rank. Keep your eye on the Duke's title!

### ●Prepare for the Worst!

Treat your crew fairly and they will sail you safely through many adventures. But, as their captain you must be protected. Your family will never be restored to glory if you go down with your fleet! Stock your ships well; your crew needs energy to maneuver you through turbulent seas. If you're a true salt, you should complete your journey before **1522**.

# III. CALLING AT PORTS

## ■ PORT DISPLAY

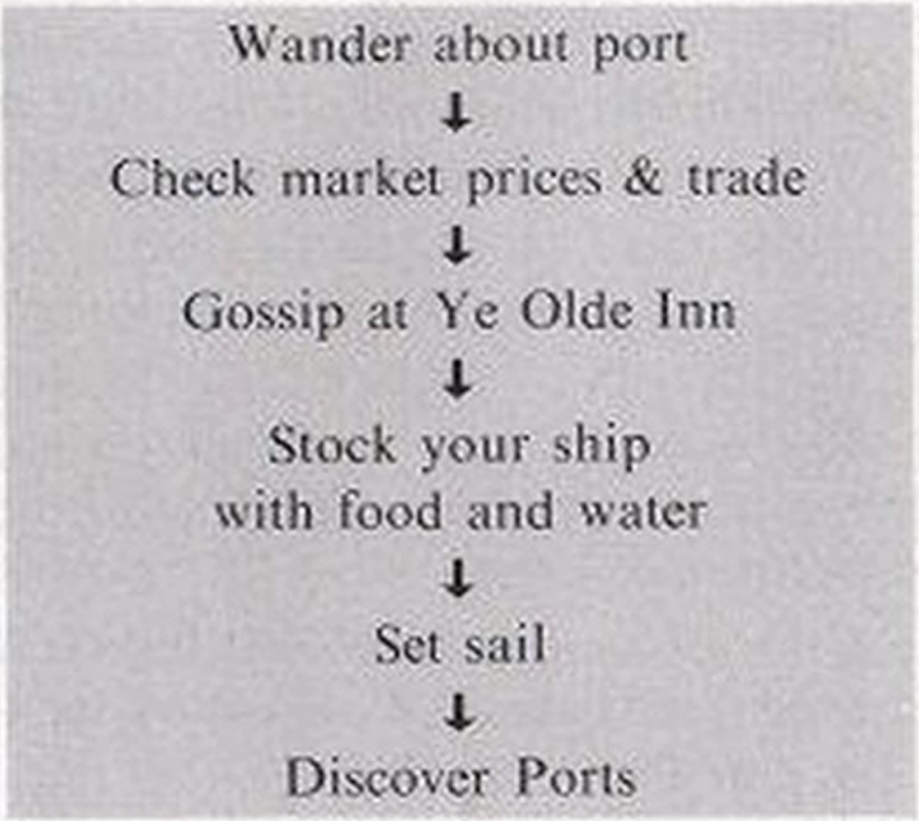
## ■ PORT SERVICES

1. **Guild-** Barter for information on any nation, or buy special items.
2. **Ye Olde Inn-** Recruit sailors, listen to gossip or play a game of cards.
3. **Marketplace-** Buy and sell goods.
4. **Palace-** Meet with the King or seek out the Princess.
5. **Lodge-** Look over information about the port or your fleet while you rest.
6. Your **Fleet** at Dock
7. **Shipyard-** Purchase ships and make repairs.
8. **Harbor-** Stock up your fleet, transfer cargo, or set sail.
9. **The Hero**

Before you sail off, visit the port services. You are welcome to visit any place as many times as you like in one day, except for Ye Olde Inn, the shipyard and the palace. You will need to rest at the lodge after a call to any of these three spots.

*See Commands At-a-Glance for a run-down of each command.*

Any good sailor knows how to scrape together a few coins, and you will need gold to fund your travels. Start off making a profit by trading. Here is a basic plan for your journey:



## ■ HINTS AT THE START

**The Marketplace**

1. You need gold. Sell the quartz and pepper stocked on board.
2. Buy as much sugar as you can, it's a specialty of Lisbon. You can sell it at a higher rate in another port.

**Ye Olde Inn**

3. Go to Ye Olde Inn to hear the latest news. **Gossip** and have a meal. Mates at the inn may divulge useful information. **Tip** the waitress and she may give you a tip in return. Some ports are more expensive than others.
4. **Save** before sailing. You want to save your adventure in case any misfortune should befall your fleet at sea.

**Harbor**

5. Weigh anchor and unfurl the sails! You're off! Make sure the ship is well-stocked for the voyage ahead. Make use of information you heard at the inn, or head south along the coast and search for unknown ports. Find a way into the **Mediterranean Sea**!

## ■ TRADE ROUTES AND MARKETS

The seafaring life can be glorious with the right vessel and a hearty crew. But in order to build up your fleet you need gold.

### ●Trade Specialty Goods

The quickest way to turn a profit is to trade specialty goods. Sailors brag about their adventures at Ye Olde Inn. If you lend an ear to their gossip, they may divulge trading secrets to you. Learn which ports specialize in what goods, and seek them out.

### ●Watch the Market

Other goods can be traded for a lesser profit than specialty goods. Watch the market and determine where to buy and sell goods, such as grain or wool. The market also keeps track of your deals. If you overuse a trade route, prices will start to rise and fall to lessen your chances of making a profit.

### ●Discover New Trade Routes

You cannot make a profit by secluding your fleet to one trade route. As you venture into uncharted waters new trade routes will open up to you. But, you must find the way to hidden ports first. Listen at Ye Olde Inn for hints.

# IV. NAVIGATING THE SEAS

## ■ SEA DISPLAY

1. Sailing Map
2. Sailing Menu
3. Wind Direction & Velocity (1-8)
4. Current (1-3)
5. Days at Sea
6. Water
7. Food

## ■ SEAFARING INFORMATION

* To access the sailing command menu push button A.

* With a sextant you can check your sailing position. Use **Look-Survey** to calculate your latitude (north-south) and longitude (east-west).

* Each sailing map covers a 5° area. If you check with a sextant, your position will be the same anywhere on a single map. When you sail into waters on another map, your position changes 5° to the north or south, east or west.

* Check current and wind direction to navigate the smoothest route. Your fleet will pick up speed if you sail with the wind at your back. Sailing into the wind will strain the sails and slow you down.

* You can catch a crosswind and sail straight to your destination, but the winds change throughout the year. Catching an ocean current will also send your fleet smoothly along. Currents do not change.

* The fleet will be easier to handle as the Captain gains more sailing experience.

* Push **Select** to access the options menu from sea.

## ■ BEWARE OF ROUGH SEAS!

### ●Typhoons!

If caught in a typhoon, your ship may lose its rudder. The fleet will drift with the tide until repairs are made.

### ●Overpowering Current!

Avoid strong ocean currents. Your fleet could be trapped off a desolate shore with no hope of escape. Be steady at the helm when you sail along the coastline!

### ●Damaged Fleet!

If your fleet is damaged by heavy seas or war, debark at the nearest port and make repairs at the shipyard. Otherwise, go ashore somewhere and make repairs from your lumber supplies. While ashore, your crew will not eat as much as they do at sea. Stock up on

lumber before you set sail again.

**●Provisions run out!**
Food and water is carried to supply your entire fleet. If one ship should run out of provisions it will be supplied from other ships.

If water runs low, go ashore in search of a fresh spring. The more experience you have, the easier it is to find water. Food can only be bought at port. Stock up on more food than water if you plan to search for a spring mid-journey.

There are other mysteries of the deep sea yet to be discovered... **Beware!**

# V. FORTUNE AND FAME

## ■ GAIN FAME

Your quest is to restore your family name to nobility. However, gold is the force behind all you do.

### ●Invest to Gain Allies

When you have extra gold, invest at marketplaces and shipyards. Investing will improve the economic and industrial worth of a port, and win its support for your homeland. Ports with support over 80% become allies of Portugal. **Stimulating alliances will help you gain fame!**

### ●Fight Hostile Fleets

In the Age of Exploration, Portugal, Spain and Turkey (the Ottoman Empire) struggled for power. Gain fame by defeating Spanish and Turkish fleets. As you grow more powerful your enemies will grow weaker at trade, and the people of Portugal will praise you for defeating their competitors. The waitress at any Ye Olde Inn often has information on your enemies' whereabouts.

* If you prefer the ruthless life of a pirate, you will need great warships with which to assail your enemies. Build up your fleet with cannons and experienced crewmen.

### ●Rescue People in Distress

Many people will rely on your expertise to rescue people or secure goods. You will gain fame if you succeed in fulfilling their requests. However, think before you agree to help a stranger in a foreign port... is the task too difficult for your fleet? If so, you could lose all that you've worked for in trying to help them. If you agree, and then change your mind before completing a task, your reputation will suffer.

- Once you take on a task, stop by Ye Olde Inn to try and catch some helpful hints.

## ■ ACCEPT TASKS AND RISE IN RANK

<Climb through the ranks!>

Page
↓
Squire
↓
Knight
↓
Baronet
↓
Baron
↓
Viscount
↓
Count
↓
Marquis
↓
Duke

There are 9 noble ranks to achieve. Step by step you will rise to fame and glory if you from the King of Portugal.

### ●Royal Requests

When word of your adventures gets back to the King, you will be called home to take on special tasks. This is your chance to earn noble ranking! Through your efforts, your family may live in splendor again...

If the King is looking for you, return to Lisbon and rush to the palace. His Majesty will have a task for you to fulfill. If you refuse to help, your fame will wane throughout the kingdom.

## ■HINTS TO STRENGTHEN YOUR FLEET

**At the start of your adventure you are the captain of a Latin.** A Latin is a sturdy vessel, but it will grow too small for your ambitions. Build up a sizable fleet to carry your goods...and guns!

### ●Find Mates to Navigate

You cannot purchase a new ship if you have no mate to assign as navigator. Find mates at Ye Olde Inn and try to recruit them. **Marco** is a young sailor and anxious to sail with anyone, but a more seasoned tar like **Christopher** will only join a valiant captain. Up to 10 mates can sail with your fleet.

### ●Buy Used

Early on in your adventure used ships will suit your needs. Haggle for the

vessel you want at the shipyard. One of your mates will offer to navigate. When you buy a used vessel you take on the problems it caused its former captain. Put some more gold into repairs to ready it for adventures in new waters.

### ●Remodeling Ships

There are a number of ways to adorn your ships. Load guns if you have ambitions to go to war. Change sails if your sailing style changes. Or, protect ships from storms with figureheads.

### ●Building a New Vessel

Train your mates on small-bodied ships until they have enough experience to handle larger ships. Then, when you have enough gold, build a vessel to suit your needs. If you need more cargo space for trading, build a **merchant ship**. To battle pirates and other enemies, build a **warship**.

#### Merchant Ship

Choose a body with a deep hull to carry more goods, and food for the fleet. Allow more room for cargo than for weapons and crew.

#### Warship

Choose a body with a shallow hull for swift battle maneuvers. Load as many weapons as possible and a hardy crew.

### ●Update Your Fleet

Updating your fleet can be a tricky business. Follow these suggestions when you want to scrap an old ship and buy another:

1. Go to Ye Olde Inn. Through **Crew-Assign**, reduce the crew on the ship you will scrap. The sailors can be split up among other crews.
2. Go to the shipyard. Sell the empty ship.
3. Purchase a new ship for the fleet.
4. Be sure to bunk men to handle the ship before you set sail again!

- You cannot sell the flagship in which the Captain bunks. Change your flagship while at sea through **Order-Personnel**.

## ■ SAILS AND SHIPS

Whether you seek gold and honor, or adventure and fame, outfit your fleet to suit your needs.

### ●Sails

**3-Point Sails**

Triangular sails; effective even against strong headwinds. True skippers call them 'lateens.'

**4-Point Sails**

Square sails; propel ship faster then lateens.

With 3-point sails, a warship will handle better in war. 3-points are big enough for merchant ships travelling in the Mediterranean region, however 4-points are much more powerful for venturing across the ocean.

### ●Ships

**Caravel**

A smaller craft with broad bows, and usually 3 masts, rigged with lateen and

square sails.

The Caravel was the main means of travel and exploration in the 14th century. By the 1400's there were 2 variations on this model, the Latin and Redonda.

**Latin**
A small craft, easy to maneuver through the inland seas, rigged with lateens.

**Redonda**
A small craft built for speed, usually rigged with square sails.

Small ships such as the Latin and Redonda do not fare well on the ocean. They are suitable for travelling the coastal sea lanes.

**Bergantin**
A small craft with a deep hull sailed by merchants.

The Bergantin appears smaller than a Caravel, but in fact has much more storage space in the hull.

**Nao**
A mid-sized merchant ship often used to carry the fleet's cargo.

Ocean-bound explorers prefer the Nao to the Carrack. It is smaller and easier to handle.

**Carrack**
A large-bodied ship made to carry heavy artillery. It sails steadily through rough waters.

The high fore and aftercastles of a Carrak were typical of war vessels of the 15th century. Swinging the ship alongside the enemy, sailors would storm across the castles for hand-to-hand combat at sea. Christopher Columbus sailed a Carrack, the **Santa Maria**, when he ventured to the Americas.

**Galleon**
A large-scale vessel which requires great skill to maneuver. It can be outfitted with artillery or used peacefully for trade.

The Galleon is the ultimate warship. It towers above other vessels on the seas, and can store more guns than any other ship. One famous Galleon was the **Mayflower**, which the Puritans sailed to North America.

# VI. WAR ON THE HIGH SEAS

## ■ WAR DISPLAY

1. War Map
2. Enemy fleet (Red)
3. Your fleet (Green)
4. Wind Direction and Velocity
5. Remaining turns
6. War Command Menu

* The flagships of each fleet are marked with 4-point sails. All other ships have 3-point sails.

### ●Prime Yer Guns!

Keep a lookout ready to spot menacing fleets in hostile waters. Enemy fleets may storm your fleet by surprise, or you can initiate war. Go into war with warships well-armed and handled by experienced crewmen.

In war, you are given a close-up view of the fighting seas. There are rocky areas too dangerous for any ship to enter and small islands dotting coastal regions. Any ship can maneuver through deep surf, but deep-hulled vessels cannot enter the shallows.

### ●Attack by Day

You can only attack, and must finish all wars, by the light of day. An hourglass drains, showing the remaining time before sunset. The Time display records how many maneuvers you can perform before dark.

## ■ WAR COMMANDS

| | |
|---|---|
| MOVE | Position ships to attack |
| STOP | Maintain position |
| VIEW | View any ship |
| FIRE | Fire at distant ships |
| RUSH | Storm onto an enemy ship |
| FLEE | Lead fleet away from battle |

Some commands require further explanation:

With cursor on a ship, and a command highlighted in menu, push A. Point the arrow (with the ✚ button) to the highlighted space you want to move to, and push A. Depending on the direction of the wind and sailing obstacles, you can move until your mobility points are expended. Sailing next to a ship, you can storm aboard and grapple with the enemy.

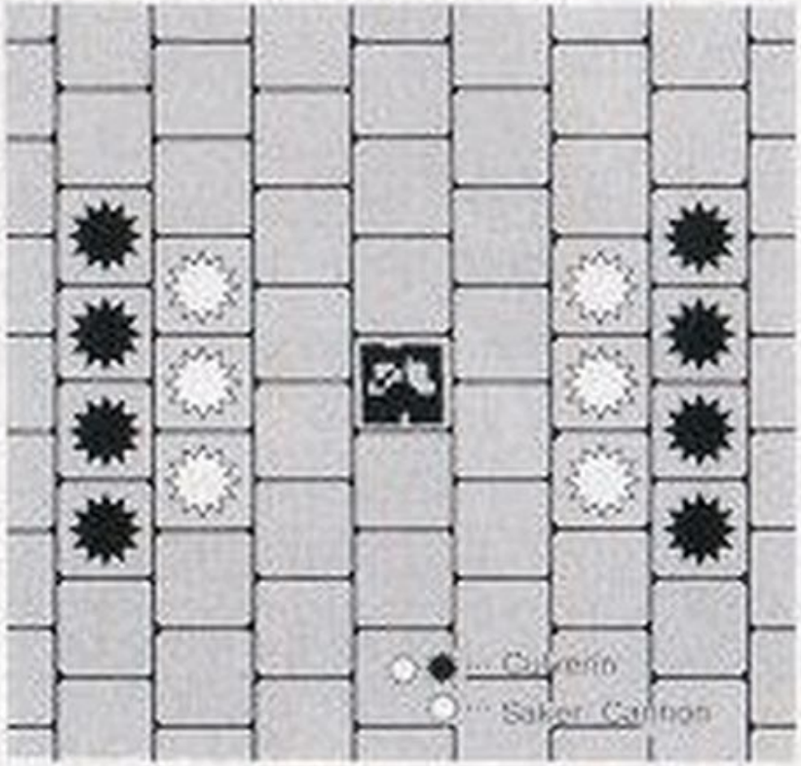
Maintain fleet at current position.

Push **Select** to view statistics for every ship in the opposing fleet. The top number represents durability, the bottom number represents crewmen. Crewmen are shown in red if there are less than 100 sailors on board. If there are more than 100 sailors, a number 1/10 the total crew is displayed.

Bombard distant ships and hinder their mobility. This command is only displayed when a ship loaded with guns is within range of enemy ships. Spaces which can be fired upon are highlighted.

Firing Range

| GUN | RANGE | POWER |
|---|---|---|
| Saker | Short | Weak |
| Culverin | Long | Weak |
| Cannon | Short | Strong |



**"Board 'em me hearties!"**
This style of fighting dominated 16th century naval warfare. Sailors would board other ships by maneuvering alongside the enemy and storming across the fore and aftercastles. This command only appears when you move beside an enemy ship.

Retreat your fleet from a perilous battle. Cowardly navigators may be caught as you escape, or disloyal mates may desert your fleet.

**●Victory!**
You will win the battle if you...

- eliminate the crew aboard the enemy flagship.
- force the enemy flagship to retreat. After a battle, the winner plunders the defeated fleet. War spoils include gold, food, water and sometimes valuable treasure!

## 16th CENTURY GUNS

Whether you plan to restore your family name as a trustworthy merchant or a ruthless pirate, your fleet requires protection. Guns of the 16th century are inaccurate and hard to handle. They fire round balls of iron, or even stone, in a blast of gun powder and flames. Depending on the quality of the powder, the skill of your crewmen and a dip in the waves, larger guns can break enemy ships into splinters. Yet firing power and range differs for each type of gun. A saker is accurate from roughly 1700 paces, a cannon from 2000, and a culverin from about 2500 paces. A weathered captain can guess when his enemy is in range... **Steady as ye fire!**

# VII. DATA AND COMMANDS

These brief explanations of data and commands (except war commands) will help you at the outset of the game.

## ■ DATA

### ●View-Mates

⚜ for hero-only data; ◌ for mates-only data

| Category | Max Value | Information | Other |
|---|---|---|---|
| Yourself | | Your Status | The hero is the Captain; mates are navigators or crewmen |
| Age | | | Your birthday is in January |
| Rank ⚜ | | 9 ranks to acquire | Fulfill royal requests for higher ranks |
| Fame ⚜ | 50,000 | Reputation in Portugal | The King looks for heroes |
| Gold ⚜ | 60,000 | Total gold | Deposit surplus at palace |
| Loyalty ◌ | 100 | Trust in Captain | Reward your mates |
| Battle Exp | | Battle experience | Improves after a war |
| Battle Level | | Strength in battle | Increases with experience |

| Category | Max Value | Information | Other |
|---|---|---|---|
| Sailing Exp | | Sailing experience | Improves while sailing and after finding ports |
| Sailing Level | | Sailing skill | Improves with sailing experience |
| Leadership | 100 | Ability to lead the fleet | Set these values for your hero at the outset of a new game. Courage and Strength are battle qualities; Leadership, Intelligence and Wisdom are Sailing qualities. |
| Strength | 100 | Determination | |
| Wisdom | 100 | Sense of mission | |
| Courage | 100 | Bold spirit | |
| Intelligence | 100 | Decision making ability | |

## ●View Fleet

| Category | Information | Other |
|---|---|---|
| Durability | Strength of ship | Used to gauge flotation. Depends on the type of wood used in the hull. |
| Power | Sailing speed | Depends on number and type of sails |
| Handling | Strength against head winds | Depends on number and type of sails |
| Cargo Load | Amount loaded on board | Larger ships can carry larger cargoes |
| Crewmen | Sailors on board | Larger ships can bunk more sailors |
| Arms | Number and type of arms on board | A ship can only carry one type of gun |
| Water Food Lumber | Barrels of water, food or bales of lumber on board | Replenish supplies at port. Transfer between ships to make room for other goods |
| Condition | Condition of crew | Depends on food and water rations |

* Crew condition drops when:

1) food or water runs out while sailing;
2) you flee from a battle;
3) you reduce sailors rations;
4) you recruit new mates.

## ●View-Port

This information is only available at the lodge.

| Category | Max Value | Information | Other |
|---|---|---|---|
| Economic Worth | 1000 | Success at market | Increases with investment |
| Economic Investment | 60,000 | Income from adventurers | |
| Industrial worth | 1000 | Success at shipyard | Increases with investments |
| Industrial Investment | 60,000 | Income from adventurers | |
| Support | 100% | Which nations are supported | Depends on investments |
| Prices | 150% | Port-wide price index | Average 100% |

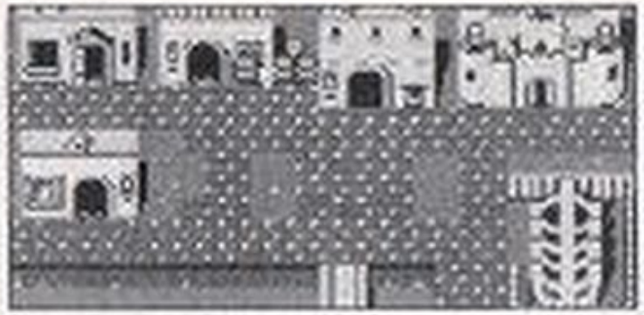
## ●Nation Information

This information is only available at the guild.

| Category | Max Value | Information | Other |
|---|---|---|---|
| Revenue | 60,000 | Economic power | Increases as nation gains allies, and with investment |
| Hostility | 100 | Animosity for Hero | Affected when hero attacks Spanish or Turkish fleets, decreases over time |
| Friendship | 100 | Friendly ties with other nations | Affects chances to gain allies and freely visit certain ports |

* The Hero may be prohibited from entering hostile ports.

## ■ PORT COMMANDS



### ●The Guild and Ye Olde Inn

| | | | |
|---|---|---|---|
| **Guild** | Purchase | | Buy items |
| | Sell | | Sell items |
| | Nation Information | | Pay for news |
| **Ye Olde Inn** | Crew | Recruit | Recruit crewmen |
| | | Assign | Reassign crewmen |
| | Find Mates | | Hire mates to navigate |
| | Quit Mates | | Fire lazy mates |
| | Gossip | | Have dinner and listen for seafarer news |
| | Tip | | Tip the waitress and listen for news |
| | Gamble | | Play Poker or Black Jack |

## ●Guild Items

| Items | Use |
|---|---|
| Telescope | Spy on distant fleets and spot ports |
| Sextant | Measure latitude and longitude to calculate position |
| Speculum | Map out your position |
| Amulets | Protect from disaster on the high seas |
| Swords | Gain strength in battle |
| Icons | Fire cannons with accuracy |
| Treasure | Gemmed treasures to present to the Princess |

## ●Ye Olde Inn Gambling

| | |
|---|---|
| **Poker** | You're up against rogues who play by their own rules, so watch your hand! Drop cards and place your wager. You can sit in as many rounds as you like, unless your opponents decide you've won enough from them. |
| **Black Jack** | This dealer won't let you take advantage of him! Place your bet and work your hand up to 21. |

## ●The Marketplace, Palace and Lodge

| | | | |
|---|---|---|---|
| **Marketplace** | Sell | | Sell goods |
| | Buy | | Buy goods |
| | View Market | | Check rates for specific markets |
| | Invest | | Invest to boost economic worth |
| **Palace** | Meet King/Sultan | | Meet ruler to view his influence in other lands |
| | Secret Call | | Court the Princess |
| | Request | Funds | Request gold |
| | | Crew | Request sailors |
| | Savings | | Deposit up to 10,000,000 gold in the ruler's care |
| **Lodge** | View | Mates | Review your status or mates |
| | | Fleet | Status of fleet |
| | | Port | Port information |
| | Lodging | | Spend the night |

## ●Goods at Market

| Market | Goods | Location |
|---|---|---|
| Spice | Pepper, Cinnamon, Nutmeg, Pimento, Cloves | Southeast Asia, The Americas |
| Food | Olive Oil, Grapes, Sugar, Cheese, Grain | Europe, The Americas |
| Metals | Gold, Silver | Africa, Asia |
| Gems | Quartz, Coral, Ivory, Pearl | Africa, Middle East, The Americas |
| Textiles | Cotton, Raw Silk, Wool, Cloth, Silk | Europe & distributed throughout world |
| Other | Firearms, Wood, Porcelain, Artwork, Carpet | Europe & distributed throughout world |

## ●The Palace

In Lisbon, you will not be allowed on palace grounds before the King assigns you a task. Fulfill the task and you may come and go as you please. The Princess is always interested in your adventures!

A ruler must grant approval for you to invest in his empire. This is possible in the palaces of Portugal, Spain and Turkey. Meet with the King or Sultan to learn the status of each nation.

## ●The Shipyard and Harbor

| | | | |
|---|---|---|---|
| **Shipyard** | Buy | Buy Used Ship | Buy a ship that has seen rough seas |
| | | Build New Ship | Design a new ship |
| | Sell | | Sell a ship. Take all sailors off and bunk on other ships before sale (Ye Olde Inn-Crew) |
| | Fix | | Make repairs to fleet |
| | Remodel | Guns | Buy new guns. The shipyard master will buy old guns for 1/2 price |
| | | Sails | Change sails |
| | | Figurehead | Adorn bow of ship for good luck |
| | | Rename Ship | Rename for a small fee |
| **Harbor** | Sail | | Shove off for a new adventure. Be sure to stock up for the voyage ahead |
| | Restock | | Restock water, food and lumber |
| | Transfer | | Transfer supplies between ships |

## ■ SAILING COMMANDS

| Command | Sub-command | Use |
|---|---|---|
| Move | Direction | Tack to change direction |
| | Cast Anchor | Furl the sails and drop anchor. Use the same command to set sail again |
| Look | Inspect | Send up a lookout with a telescope to spy on a distant fleet or port |
| | Survey | Use sextant to calculate your position |
| | Negotiate | Exchange news with a nearby fleet |
| Battle | | Attack a nearby fleet under the light of day |
| Debark | Port Call | Pull into harbor |
| | Go Ashore | Drop anchor and row to land |
| Information (Info) | Fleet | View status of fleet |
| | Cargo | Review goods on board |
| | Land | You need one special item to view a map of the shoreline |
| | Mates | View the status of your mates or yourself |
| | Items | Check items in your keep |
| Order | Ration | Change food and water rations for crew |
| | Distribute | Reward a mate with a bit o'gold |
| | Personnel | Reassign navigators or flagship |
| | Dispose | Scuttle a ship in the deep blue. To scrap flagship, first reassign Captain to another vessel |

## ■ COMMANDS ON SHORE

| | | |
|---|---|---|
| Sail | | Set sail into the mighty deep |
| Fix | | Use the lumber on board to make repairs to fleet |
| Wait | | Wait out a fleet from your position. Push A to give further orders |
| Search | Water | Search for a fresh spring |
| | Treasure | Treasure hunt. Are you on a specific quest? |
| Transfer | Crew | Reassign crewmen to other vessels |
| | Cargo | Transfer any cargo between ships |

# VIII. THE AGE OF EXPLORATION

Life as a 15th century sailor was not for the weak of heart. The lure of sailing into waters never traversed led many brave men to their demises. Few were fortunate enough to join up with captains who could navigate them toward riches and fame.

Many men anxiously awaited a captain with valiant purpose to dock at their port. Swaggering down to the wharf they eagerly studied the captain's fleet. Was it headed for the vast & open sea? What kind of guns were loaded? Were the sails weathered enough for easy handling? All these questions figured into their hopes for the voyage ahead.

Once the fleet set sail, the crewmen faced the challenges of life on an ever-churning sea. Climbing up into the rigging, they set the mainmast and topgallants as the ship swung them from side to side far above the deck. When the sails caught the wind, the ship pounded its bow deep into the waves to spring forth across the seas. Waves crashed with each blow, spraying the dauntless crewmen.

The thrill of the thunderous seas wore off as the ships exited familiar waters. Dread of the unknown passed over the ship and the sailors longed for what little comforts they were allowed. Never mind dry clothes or a basin of clean bath water. Those were impossibilities when surrounded by an endless supply of salt water. And, food rations grew smaller than

promised at the start of the voyage.

Day to day the sailors were fed salted meat and biscuit. Occasionally they were allowed a ration of beans or peas, or perhaps some hot gruel if the cook deprived everyone of a bit of water for the pot. A sailor could subsist for some time on this kind of diet, but with difficulties. Lack of variety in their diet led to dreaded deep sea diseases such as yellow jack, typhus, scurvy, and violent seasickness.

Despite these hardships, the seafaring life was glorious and full of riches if a sailor hooked up with a determined captain. The coastal sea lanes around Europe were well-traversed by merchants. For a while, the fleet of the Ottoman Empire (Turkey) controlled the Mediterranean routes. However, as trade by sea became more prevalent, Spain and Portugal appeared on the scene.

In Portugal, **Prince Henry the Navigator** (1394-1460) helped finance ambitious captains, although he himself never navigated a journey. Sailors were anxious to join noble fleets which sailed under the King's flag. They would be handsomely rewarded if they returned with proof of landings in foreign lands.

Despite fear of the unknown, the tale of **Prester John** prompted many navigators to venture into uncharted waters. Rumor had it that Prester John ruled over 72 states of a land devoted to Christianity. Many men sailed out under the auspices of the church to find this legendary kingdom.

In effect, the legend of Prester John led to the discovery of distant lands. In 1488, **Bartholomeu Dias** sailed southward from Europe to battle the treacherous seas off the west coast of Africa. Long into the voyage, all food went bad and the water supply was deplete. After sailing for many days without provisions they finally landed at the southern most tip of Africa, naming their landing point the **Cape of Good Hope**.

More celebrated are the voyages of **Christopher Columbus** and **Vasco da Gama**. In 1492, Columbus' well-known discovery of a vast land to the west, which he claimed was **India**, was one of the greatest navigating victories yet. **Amerigo Vespucci** later renamed his discovery as the **Americas**. Then in 1497, Vasco da Gama returned to Portugal with spices and dyes, proving he had landed and traded in India. Having navigated the path to the east, he opened up a new trade route for Europe.

Under the command of any of these valiant captains, sailors were sure to reap riches and fame by the end of a tiresome voyage. Prompted by their desire for a more luxurious life, sailing merchants strove to open quicker and cheaper trade routes. Their competitive adventures were the inspiration behind trade on the high seas.

# TRADING GOODS FROM DISTANT LANDS

Life changed for Europeans when Vasco da Gama opened up a trade route to India. Confined until then to salting to preserve meats and fish, Indian spices introduced an entirely new range of flavor.

**Pepper**
An Indian spice. Pepper became a highly valued medium of trade between east and west when introduced in Europe.

**Cinnamon**
The dried out bark of the cinnamon tree. The trees grew up to 30 feet tall in the climate of Ceylon and the Seychelle Islands.

**Nutmeg**
The dried seed of the nutmeg tree. Imported to Europe from the distant Spice Islands.

**Pimento**

Type of red pepper found in the tropical zone of the Americas. First introduced to Europe by Columbus, it gradually spread eastward with trade.

**Clove**

Dried flower buds valued for their sweet flavor and aroma. Clove existed as a main medium of trade for many years.

# 90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to retailer.
2. Notify Koei Corp. of the problem requiring warranty service by calling our **Technical Support Dept.** at **(415) 348-0500**, between the hours of **9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday**.
3. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase (UPC code) within the 90-day warranty period to :

**Koei Corporation**
**One Bay Plaza, Suite 540**
**1350 Bayshore Hwy.**
**Burlingame, CA 94010.**

This warranty shall not apply if the PAK has been damaged by negli-

gence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## ■ Repairs/Service After Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted above. If the Koei Service Representative is unable to solve the problem by phone, you may be advised of the approximate cost for Koei to repair or replace the PAK and provided with a Return Authorization number. Record this number on the outside packaging of defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei, and enclose a check or money order payable to **Koei Corporation** for the cost quoted to you. If after personal inspection, the Koei Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna

-Reorient the NES with respect to the receiver

-Move the NES away from the receiver

-Plug the NES into a different outlet so that the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by Federal Communications Commission helpful; **How to Identify and Resolve Radio-TV Interference Problems.**

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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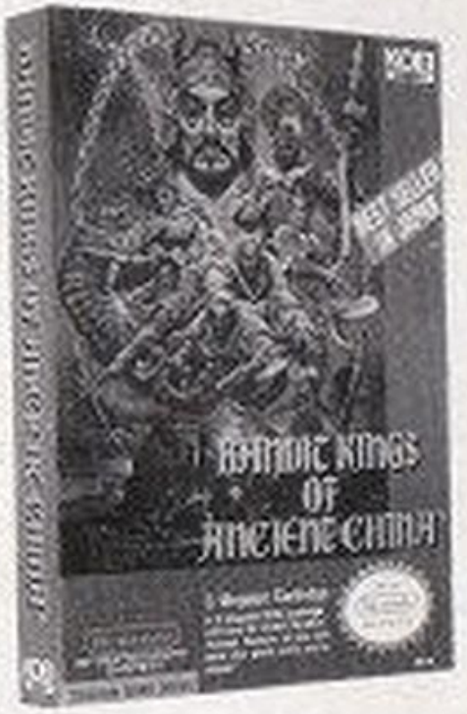


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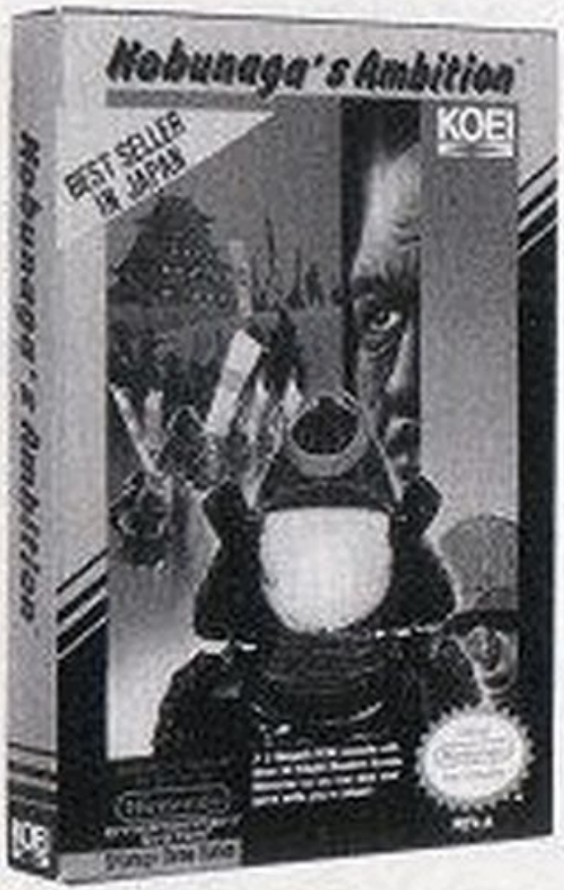


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